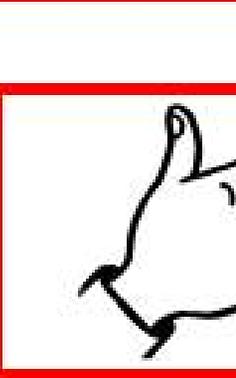
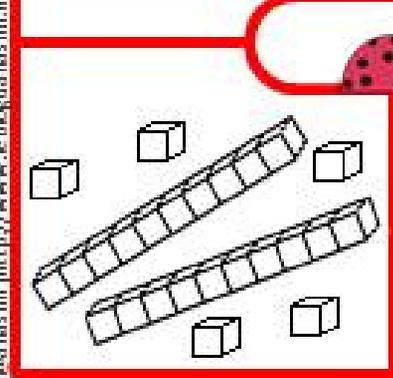
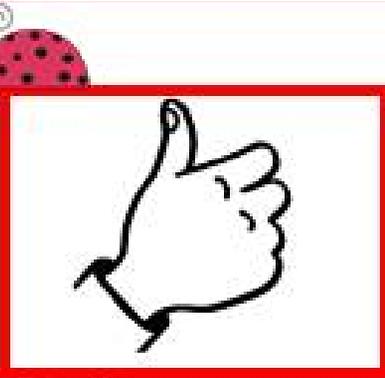
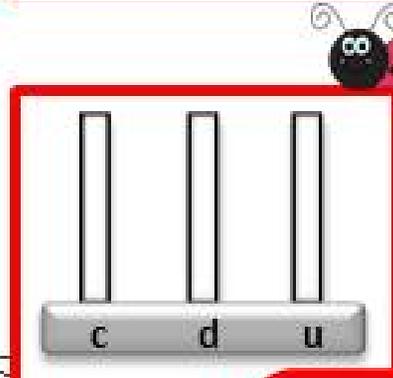
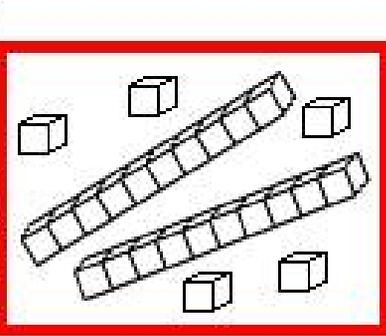
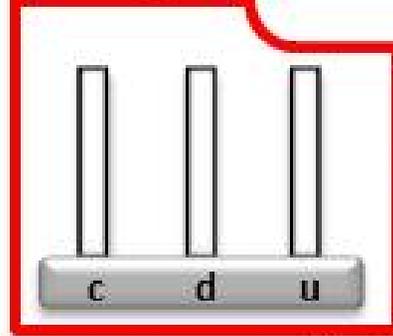
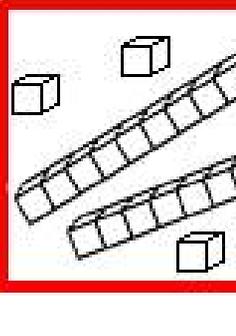
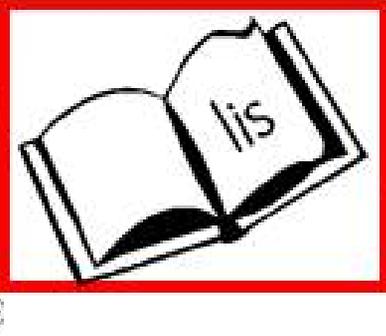
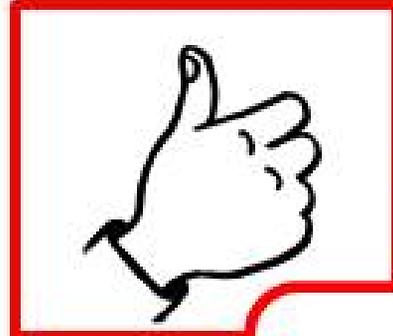
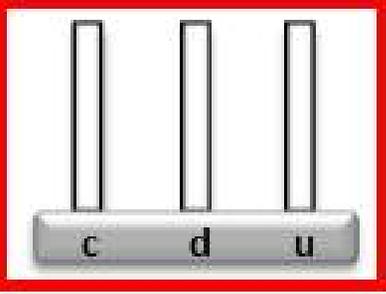
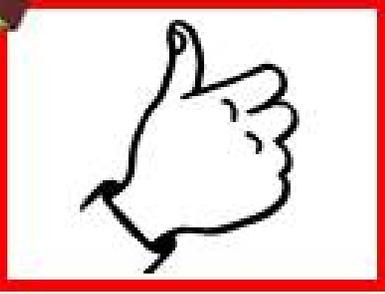


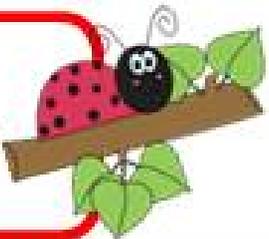
# Le jeu de l'oie



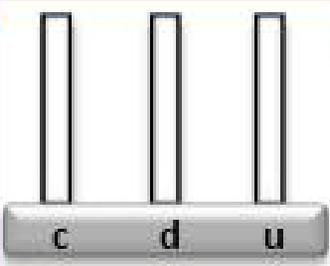
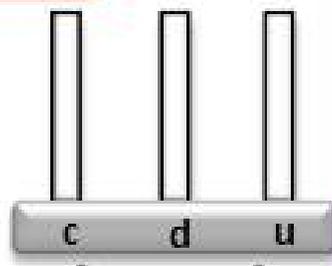
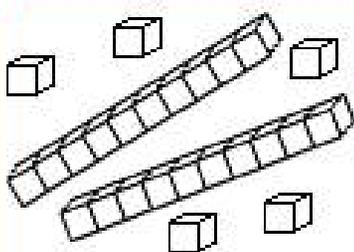
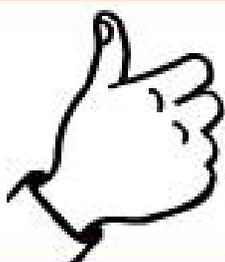
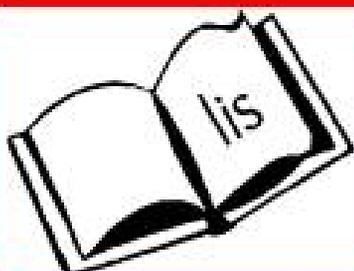
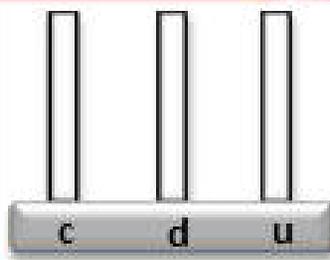
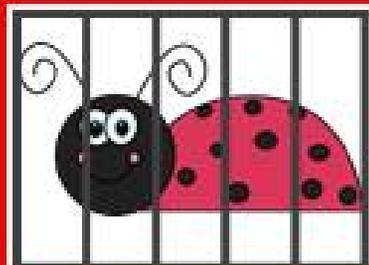
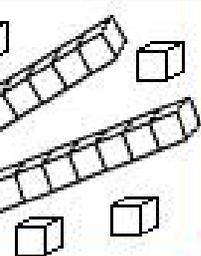
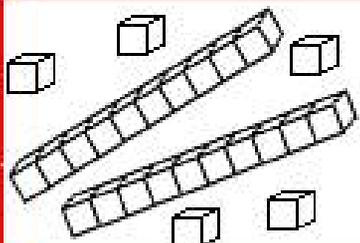
départ



# e des nombres

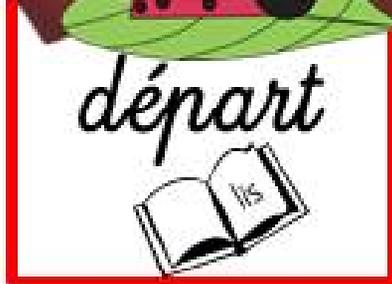


version 1

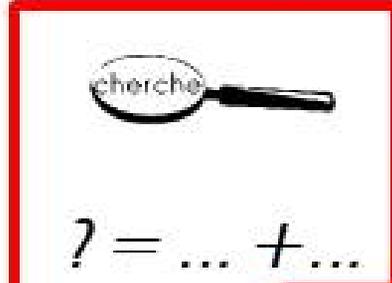
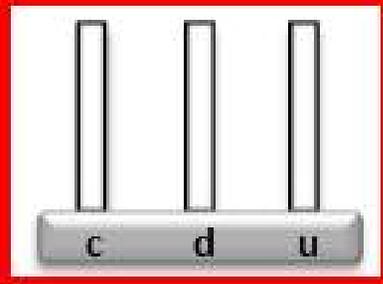
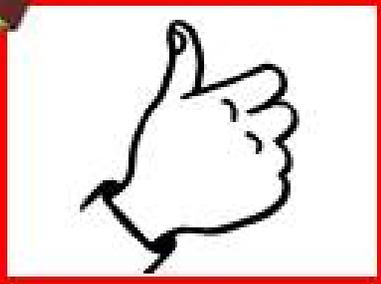


arrivée

# Le jeu de l'oie

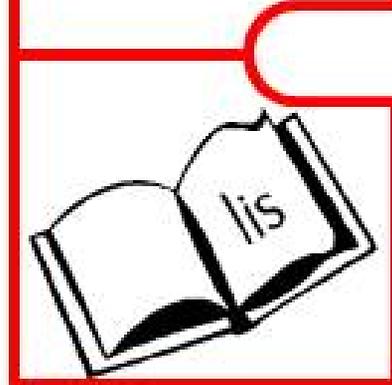
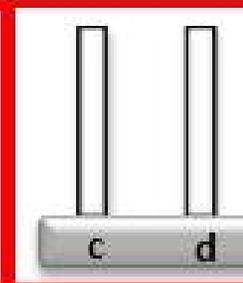
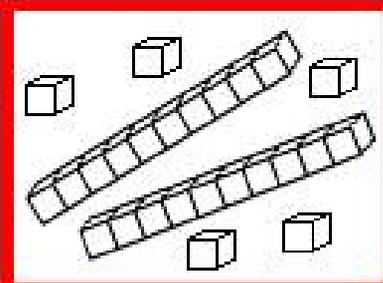


départ

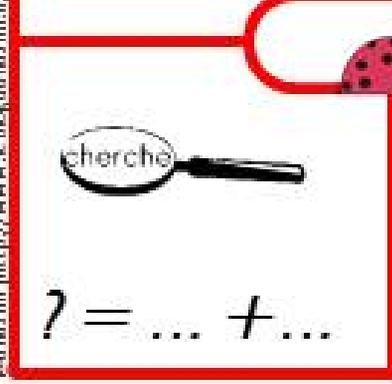
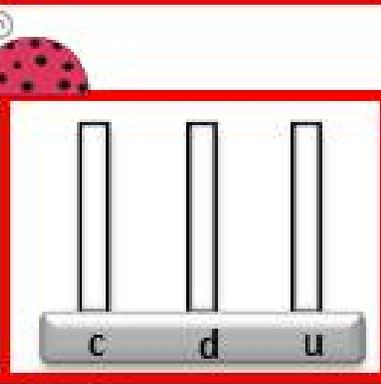
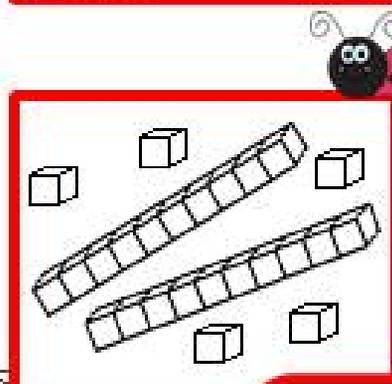
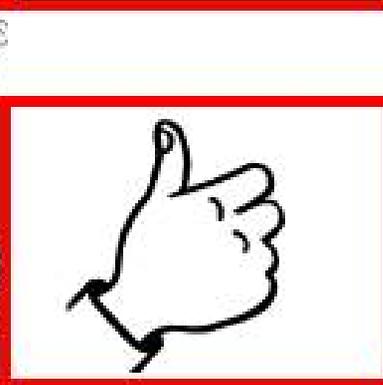
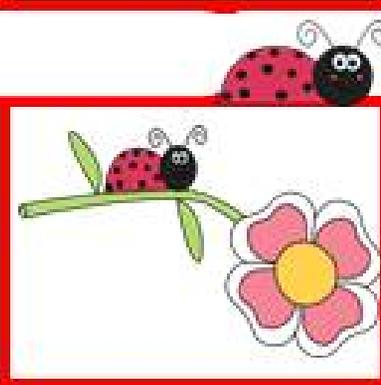


cherche

? = ... + ...



lis

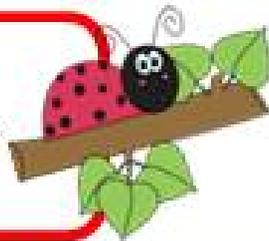


cherche

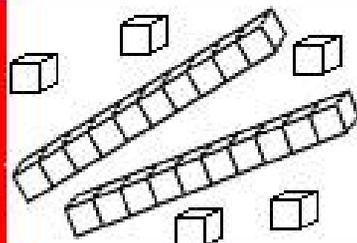
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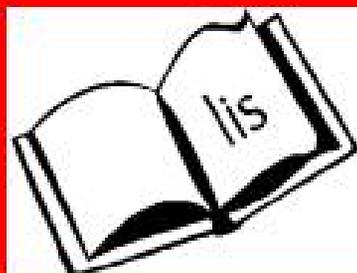
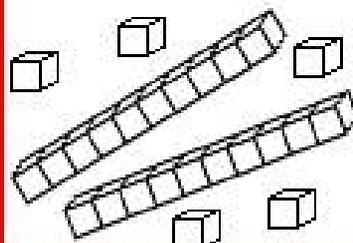
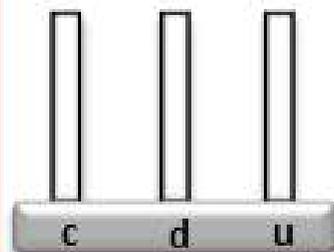
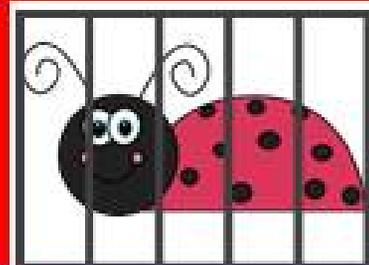
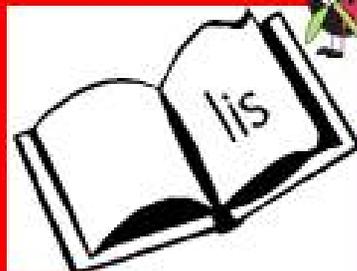
# e des nombres



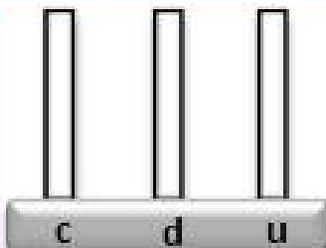
version 2



? = ... + ...

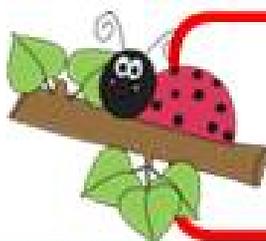


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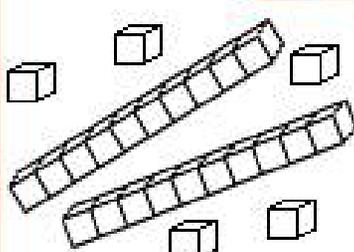
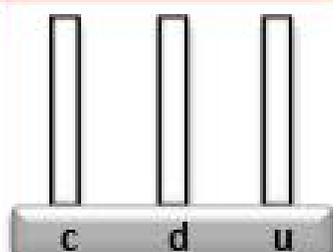
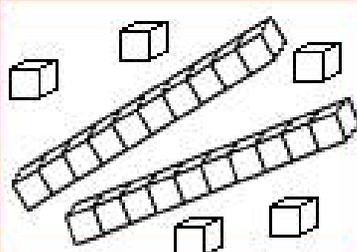
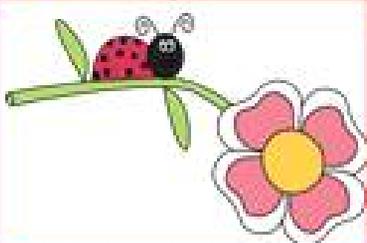
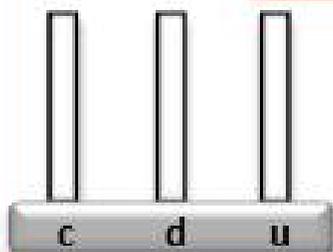
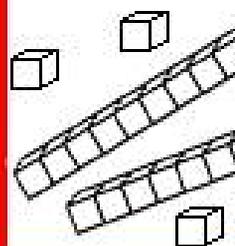
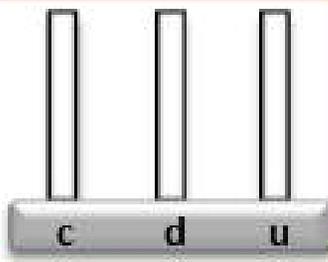


arrivée

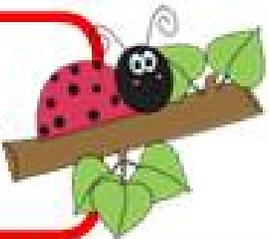
# Le jeu de l'oie



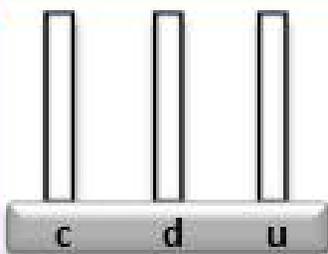
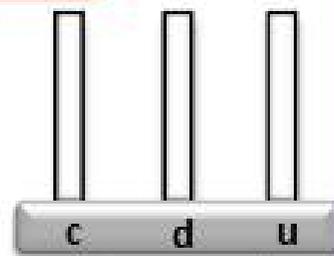
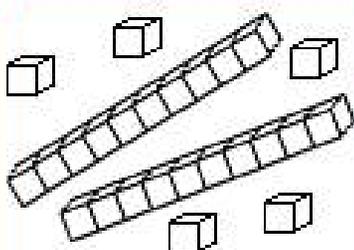
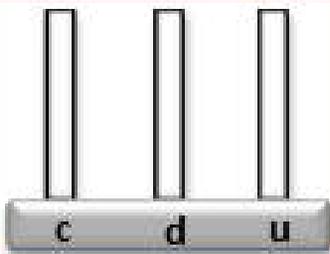
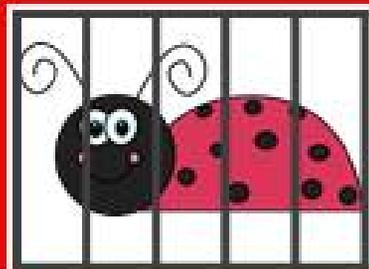
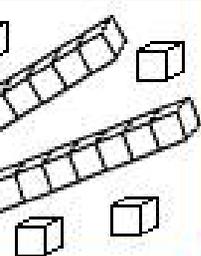
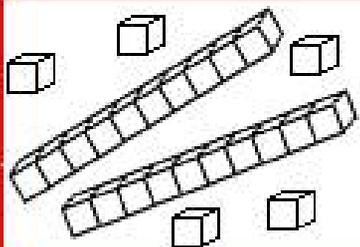
départ



# e des nombres

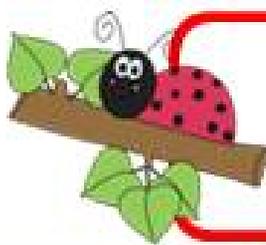


version 3

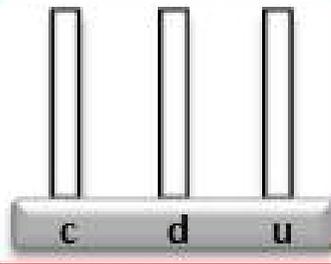


arrivée

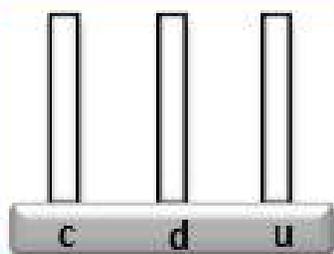
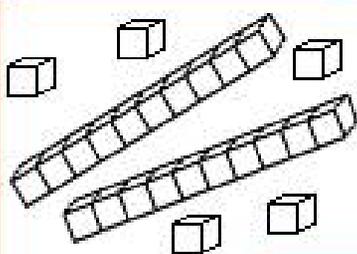
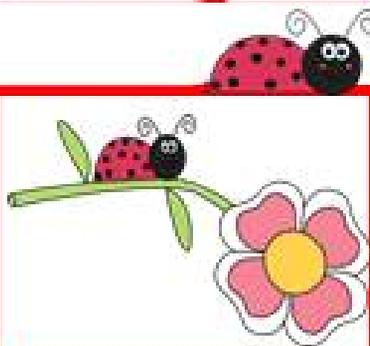
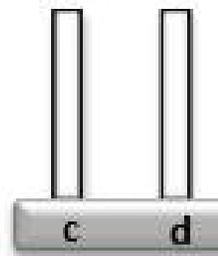
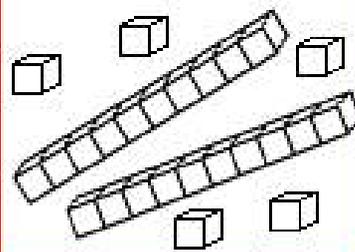
# Le jeu de l'oie



départ



? = ... + ...



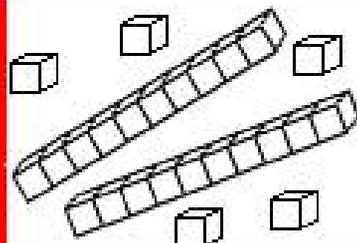
? = ... + ...



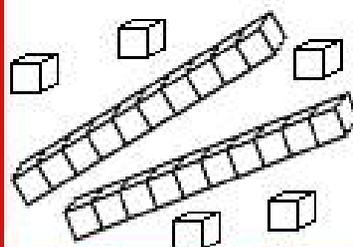
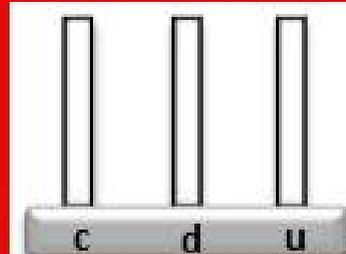
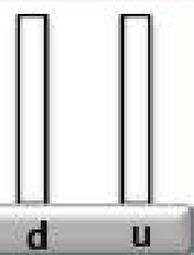
# e des nombres



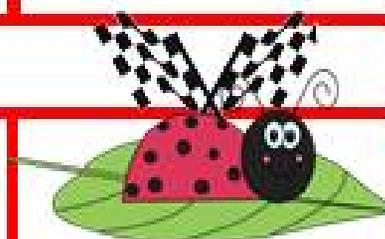
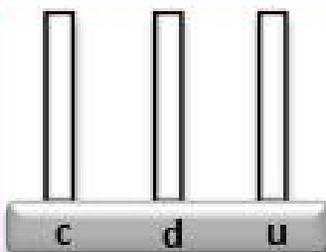
version 4



? = ... + ...



? = ... + ...

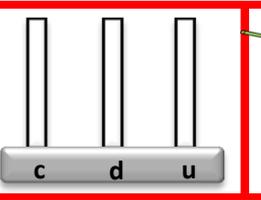
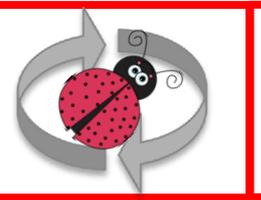
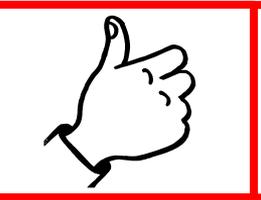
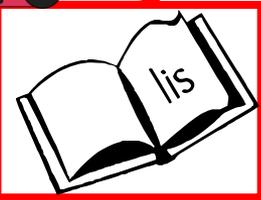
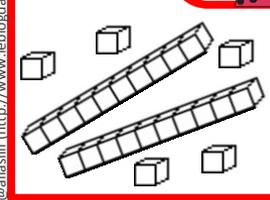
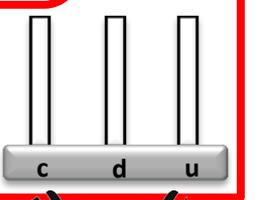
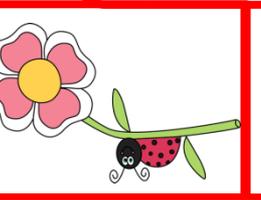
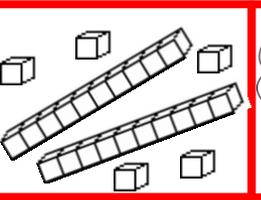
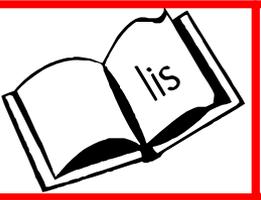
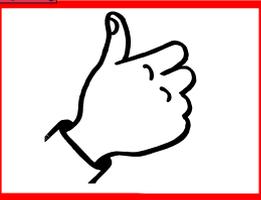
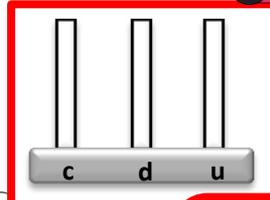
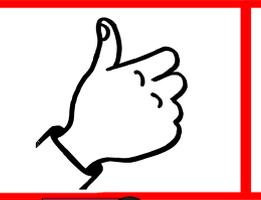
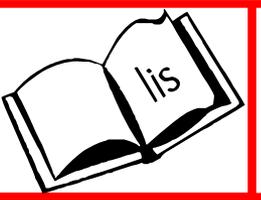
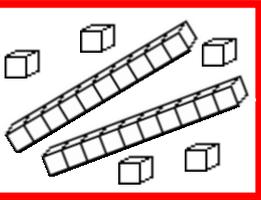
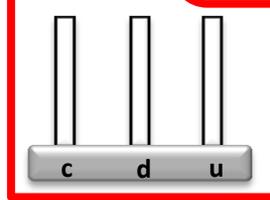
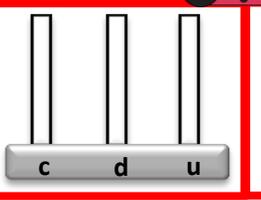
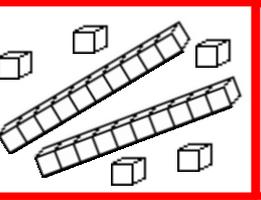
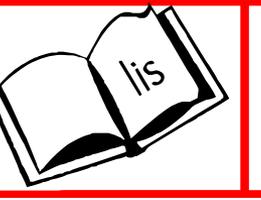
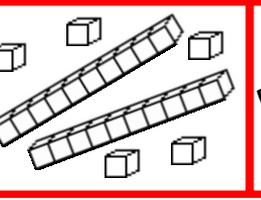
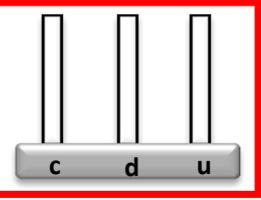
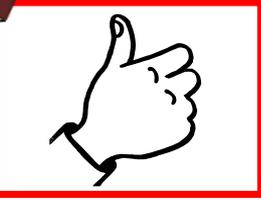


arrivée

# Le jeu de l'oie des nombres

version 1

départ

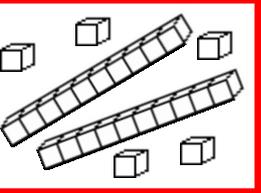
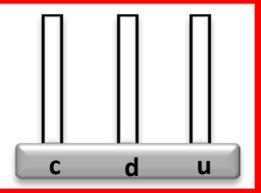
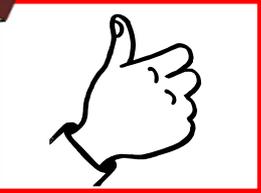


arrivée

# Le jeu de l'oie des nombres

version 2

départ



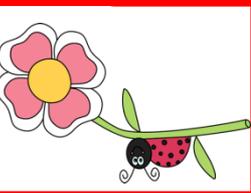
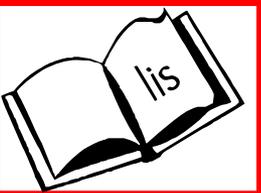
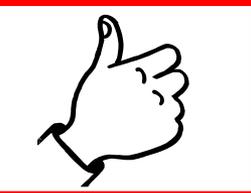
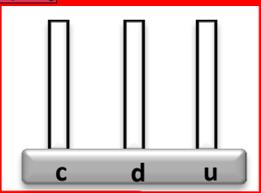
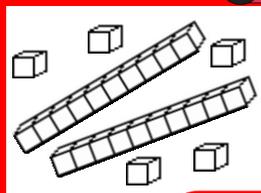
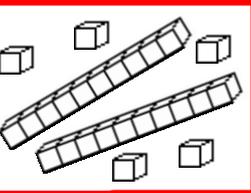
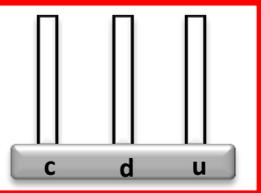
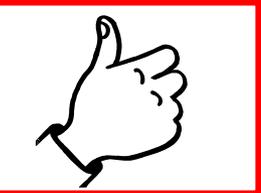
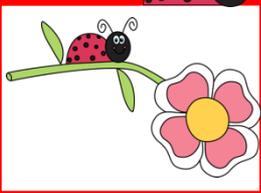
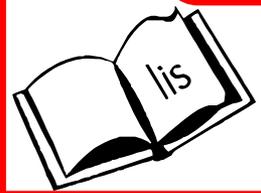
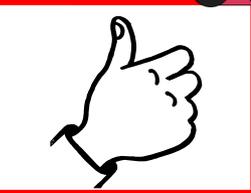
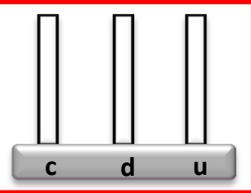
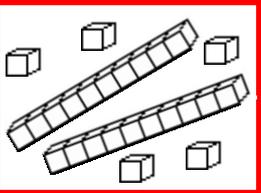
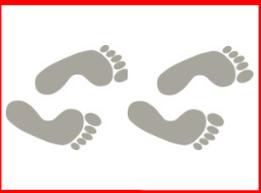
cherche

? = ... + ...



cherche

? = ... + ...

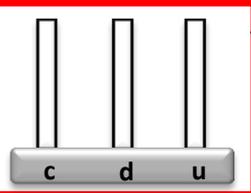
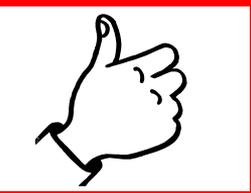


cherche

? = ... + ...

cherche

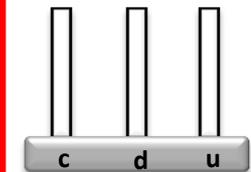
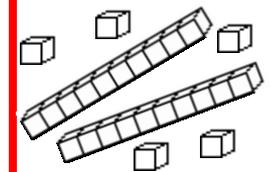
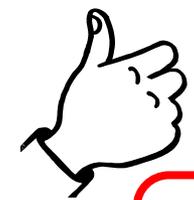
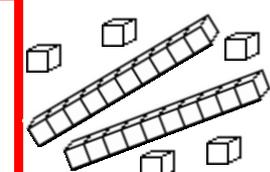
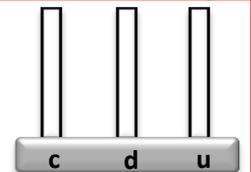
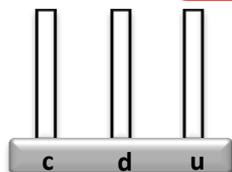
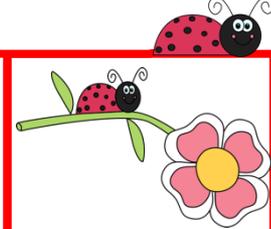
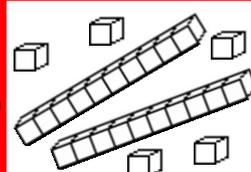
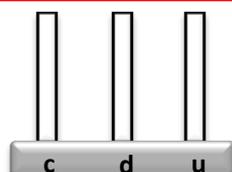
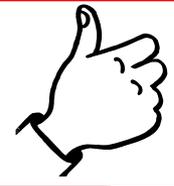
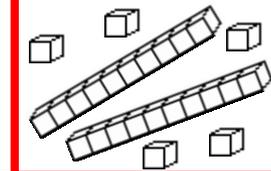
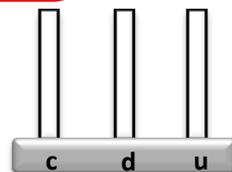
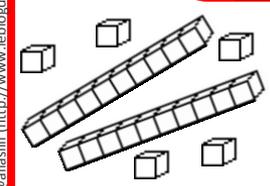
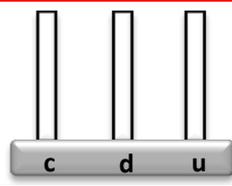
? = ... + ...



arrivée

# Le jeu de l'oie des nombres

version 3

 <b>départ</b> 						
						
						
						
						 <b>arrivée</b>

# Le jeu de l'oie des nombres

version 4

<p>départ</p>						
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						<p>arrivée</p>
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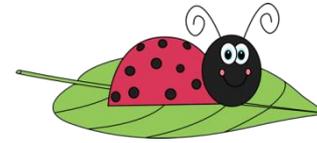
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# Le jeu de l'oie des nombres

De 2 à 4 joueurs

## Matériel :

- 1 plateau + 1 dé + pions
- cartes à piocher
- Abaque + jetons
- Matériel base de 10
- Ardoise pour écrire la décomposition (version 2)
- Etiquettes-mots reliées pour écrire les nombres (version 3 & 4)

**But du jeu :** franchir la ligne d'arrivée en premier

**Règle du jeu :** A tour de rôle, chaque joueur tire une carte et réalise la consigne demandée. Si la réponse est exacte, il lance le dé et avance son pion du nombre correspondant au dé.

Plusieurs types de cases :

- cases à consignes

lecture du nombre écrit sur la carte (nombre donné)	Uniquement versions 3 et 4 lecture du nombre écrit sur la carte (nombre donné) + écriture du nombre à l'aide des étiquettes -mots	Récitation de la comptine numérique jusqu'au nombre donné OU à partir du nombre donné et ce jusqu'à une limite déterminée à l'avance	Représentation du nombre donné	uniquement version 2 Ecrire la décomposition du nombre donné tel que : $23 = 10 + 10 + 3$

- cases plus spécifiques

relance le dé	avance ou recule de 2 cases	changement de sens	en prison : passe un tour	reprends des forces mais ne passe pas de tour

Le gagnant est le premier à franchir la ligne d'arrivée

Remarque : niveaux de difficultés croissantes concernant les cartes :

- niveau 1 : cartes de 4 à 59
- niveau 2 : cartes de 60 à 99 (cartes marquées \*).....

# Le jeu de l'oie des nombres

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Plusieurs types de cases :

- cases à consignes

lecture du nombre écrit sur la carte (nombre donné)	Uniquement versions 3 et 4 lecture du nombre écrit sur la carte (nombre donné) + écriture du nombre à l'aide des étiquettes -mots	Récitation de la comptine numérique jusqu'au nombre donné OU à partir du nombre donné et ce jusqu'à une limite déterminée à l'avance	Représentation du nombre donné	uniquement version 2 Ecrire la décomposition du nombre donné tel que : $23 = 10 + 10 + 3$

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